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1 [Poster 2: applications track: Hierarchical voting classification scheme for improving](#)



[visual sign language recognition](#)

Liang-Guo Zhang, Xilin Chen, Chunli Wang, Wen Gao

November 2005 **Proceedings of the 13th ACM international conference on Multimedia MM '05**

Publisher: ACM Press

Full text available: [pdf\(338.17 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

As one of the important research areas of multimodal interaction, sign language recognition (SLR) has attracted increasing interest. In SLR, especially on medium or large vocabulary, it is usually difficult or not practical to collect enough training data. Thus how to improve the recognition on the limited training samples is a significant issue. In this paper, a simple but effective hierarchical voting classification (HVC) scheme for improving visual SLR, which makes efficient use of limited tr ...

Keywords: classifiers ensemble, hidden Markov models, hierarchical voting classification, sign language recognition

2 [Poster 2: applications track: \[hid\] toolkit: a unified framework for instrument design](#)



Hans-Christoph Steiner

November 2005 **Proceedings of the 13th ACM international conference on Multimedia MM '05**

Publisher: ACM Press

Full text available: [pdf\(143.66 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The [hid] toolkit is a set of software objects for designing gestural instruments. All too frequently, computer performers are tied to the keyboard/mouse/monitor model, narrowly constraining the range of possible gestures. A multitude of off-the-shelf input devices are readily available, making it easy to utilize a broader range of gestures. Human Interface Devices (HIDs) such as joysticks, tablets, and gamepads are cheap and can be good musical controllers, with some even provide haptic feedback ...

Keywords: HID, gestural control, haptic feedback, instrument design

3 [Poster 2: applications track: IMAGINATION: a robust image-based CAPTCHA generation system](#)




 Ritendra Datta, Jia Li, James Z. Wang
November 2005 **Proceedings of the 13th ACM international conference on Multimedia MM '05**

Publisher: ACM Press

Full text available:  [pdf\(308.63 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We propose IMAGINATION (IMAge Generation for INternet AuthenticaTION), a system for the generation of attack-resistant, user-friendly, image-based CAPTCHAs. In our system, we produce controlled distortions on randomly chosen images and present them to the user for annotation from a given list of words. The distortions are performed in a way that satisfies the incongruous requirements of low perceptual degradation and high resistance to attack by content-based image retrieval systems. Word choice ...

Keywords: CAPTCHA, automated turing test, image retrieval

4 [Poster 2: applications track: Exploiting self-adaptive posture-based focus estimation for lecture video editing](#) 

 Feng Wang, Chong-Wah Ngo, Ting-Chuen Pong
November 2005 **Proceedings of the 13th ACM international conference on Multimedia MM '05**

Publisher: ACM Press

Full text available:  [pdf\(1.69 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Head pose plays a special role in estimating a presenter's focuses and actions for lecture video editing. This paper presents an efficient and robust head pose estimation algorithm to cope with the new challenges arising in the content management of lecture videos. These challenges include speed requirement, low video quality, variant presenting styles and complex settings in modern classrooms. Our algorithm is based on a robust hierarchical representation of skin color clustering and a set of p ...

Keywords: lecture video, pose estimation, video editing

5 [Poster 2: applications track: Implementation of a mobile MPEG-21 peer](#) 

 Shane Lauf, Ian Burnett
November 2005 **Proceedings of the 13th ACM international conference on Multimedia MM '05**


Publisher: ACM Press

Full text available:  [pdf\(91.15 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The MPEG-21 Multimedia Framework aims to realize interoperable access to content across heterogeneous networks and devices. Within the Framework, the concept of Digital Items is introduced as a structured digital representation for multimedia. To demonstrate the applicability of MPEG-21 to seamless multimedia interactions on limited platforms, the authors have produced an implementation of MPEG-21 for a mobile device, in Java 2 Micro Edition (J2ME). This paper examines the design and implementat ...

Keywords: MPEG-21, mobile applications, multimedia

6 [Poster 2: applications track: Motion picture inpainting on aged films](#) 

 Timothy K. Shih, Rong-Chi Chang, Yu-Ping Chen
November 2005 **Proceedings of the 13th ACM international conference on Multimedia MM '05**

Publisher: ACM Press

Full text available:  [pdf\(178.17 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Video inpainting uses spatial-temporal information to repair defects such as spikes and lines on aged films. We propose a series of new algorithms based on adjustable thresholds to repair different varieties of aged films. The main contribution is an automatic spike and dirt detection mechanism. We prove that if appropriate threshold is once decided by the author, most damages in an aged video clip can be detected. In addition, the repairing procedure first estimates temporal information and obt ...

Keywords: defect detection, image completion, inpainting, motion estimation, software tool, video inpainting

7 Poster 2: applications track: ClickRemoval: interactive pinpoint image object removal ☐



Frank Nielsen, Richard Nock

November 2005 **Proceedings of the 13th ACM international conference on Multimedia MM '05**

Publisher: ACM Press

Full text available: [pdf\(1.34 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In this paper, we explore the problem of deleting objects in still pictures. We present an interactive system based on an intuitive user-friendly interface for removing undesirable objects in digital pictures. To erase an object in an image, a user indicates which object is to be removed by simply pinpointing it with the mouse cursor. As the mouse cursor rolls over the image, the current implicit selected object's border is highlighted, providing a visual feedback. In case where the computer-seg ...

Keywords: computational photography, inpainting, texture synthesis, user interface, user-steered segmentation

8 Poster 1: systems track: Impact of incentive mechanisms on quality of experience ☐



Andrew Roczniak, Abdulmotaleb El Saddik

November 2005 **Proceedings of the 13th ACM international conference on Multimedia MM '05**

Publisher: ACM Press

Full text available: [pdf\(105.90 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Since entities participating in P2P networks are usually autonomous and therefore free to decide on their level of participation, mechanisms to resolve conflicts between individual and collective rationality are needed. How can implementations of such mechanisms be compared? This paper introduces a qualitative reference framework, highlighting essential elements and major design decisions in any implementation of incentive mechanisms. In the context of multimedia applications built on top of P2P ...

Keywords: incentives, peer-to-peer, streaming

9 Poster 1: systems track: rStream: resilient peer-to-peer streaming with rateless codes ☐



Chuan Wu, Baochun Li

November 2005 **Proceedings of the 13th ACM international conference on Multimedia MM '05**

Publisher: ACM Press

Full text available: [pdf\(125.79 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The inherent instability and unreliability of peer-to-peer networks introduce several fundamental engineering challenges to multimedia streaming over peer-to-peer networks. First, multimedia streaming sessions need to be resilient to the volatile network dynamics in peer-to-peer networks. Second, they need to take full advantage of the existing

bandwidth capacities, by minimizing the delivery of redundant content during streaming. In this paper, we propose to use a recent coding technique, refer ...

Keywords: content reconciliation, failure resilience, media streaming, peer-to-peer, rateless codes

10 Poster 1: systems track: Supporting multi-party voice-over-IP services with peer-to-peer stream processing ☐



Xiaohui Gu, Zhen Wen, Philip S. Yu, Zon-Yin Shae

November 2005 **Proceedings of the 13th ACM international conference on Multimedia MM '05**

Publisher: ACM Press

Full text available: [pdf\(186.84 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Multi-party voice-over-IP (MVoIP) services provide economical and natural group communication mechanisms for many emerging applications such as on-line gaming, distance collaboration, and tele-immersion. In this paper, we present a novel peer-to-peer (P2P) stream processing system called peerTalk to provide resource-efficient and failure-resilient MVoIP services. Different from previous work, our solution is fully distributed and self-organizing without requiring specialized servers or IP multic ...

11 Poster 1: systems track: Using offline bitstream analysis for power-aware video decoding in portable devices ☐



Yicheng Huang, Samarjit Chakraborty, Ye Wang

November 2005 **Proceedings of the 13th ACM international conference on Multimedia MM '05**

Publisher: ACM Press

Full text available: [pdf\(1.87 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Dynamic voltage/frequency scheduling algorithms for multimedia applications have recently been a subject of intensive research. Many of these algorithms use control-theoretic feedback techniques to predict the future execution demand of an application based on the demand in the recent past. Such techniques suffer from two major disadvantages: (i) they are computationally expensive, and (ii) it is difficult to give performance or quality-of-service guarantees based on these techniques (since the ...

Keywords: DVS, bitstream analysis, metadata, video decoding

12 Poster 1: systems track: TrustStream: a novel secure and scalable media streaming architecture ☐



Hao Yin, Chuang Lin, Feng Qiu, Xuening Liu, Dapeng Wu

November 2005 **Proceedings of the 13th ACM international conference on Multimedia MM '05**

Publisher: ACM Press

Full text available: [pdf\(94.10 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Streaming media over networks has gained renewed interest recently due to the emerging IP-TV and mobile TV. The success of commercial media streaming systems critically depends on two important capabilities, namely, 1) scalability in distributing media content to diverse clients, and 2) security management of the media and the systems. However, existing media streaming systems such as content distribution networks (CDN) and Peer-to-Peer (P2P) networks lack either security or scalability. In this ...

Keywords: content distribution network, p2p, scalability, streaming media

13 Poster 1: systems track: Power-aware bandwidth and stereo-image scalable audio decoding ☐



Wendong Huang, Ye Wang, Samarjit Chakraborty

November 2005 **Proceedings of the 13th ACM international conference on Multimedia MM '05**

Publisher: ACM Press

Full text available: pdf(439.32 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We propose a new workload-scalable audio decoding scheme that would enable users to control the tradeoff between playback quality and power consumption in battery-powered portable audio players. Our objective is to give users a control at the decoder side, similar to the Long Play (LP) recording mode at the encoder side in many media recording devices. The main contribution of this paper is a proposal for a Bandwidth and Stereo-image Scalable (BSS) decoding scheme for single-layer audio formats ...

Keywords: bandwidth stereo-image scalable (BSS), low power processing

14 Poster 1: systems track: A peer-to-peer network for live media streaming using a push-pull approach ☐



Meng Zhang, Jian-Guang Luo, Li Zhao, Shi-Qiang Yang

November 2005 **Proceedings of the 13th ACM international conference on Multimedia MM '05**

Publisher: ACM Press

Full text available: pdf(289.91 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In this paper, we present an unstructured peer-to-peer network called GridMedia for live media streaming employing a push-pull approach. Each node in GridMedia randomly selects its neighbors in the overlay and uses push-pull method to fetch data from the neighbors. The pull mode in the unstructured overlay which is inherently robust can work well with the high churn rate in P2P environment while the push mode can efficiently reduce the accumulated latency observed at user nodes. A practical syst ...

Keywords: delivery ratio, peer-to-peer, push-pull, streaming

15 Poster 1: systems track: Streaming with causality: a practical approach ☐



Cezar Pleşca, Romulus Grigoraş, Philippe Quéinnec, Gérard Padiou

November 2005 **Proceedings of the 13th ACM international conference on Multimedia MM '05**

Publisher: ACM Press

Full text available: pdf(124.56 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Highly interactive collaborative streaming applications express the need for causality. Solutions exist but we argue that more work needs to be done especially from a perceptual point of view. The key question is: given the current state of the Internet and the perceptual tolerance of causal desynchronization, does causality make any difference? This paper proposes a practical answer to this question by comparing different solutions. We support this comparison by producing video results for a li ...

Keywords: causality, group synchronization, jitter, live streaming

16 Poster 1: systems track: JADE: jabber-based authoring in distributed environments ☐

Andrew Roczniak, Abdulmotaleb El Saddik

November 2005 **Proceedings of the 13th ACM international conference on Multimedia**

MM '05**Publisher:** ACM PressFull text available: [pdf\(113.16 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We present our initial results in developing a framework for collaborative multimedia authoring tools. This research is motivated by the lack of tools that take into account consumers' quality of *experience*. By mapping factors that have an impact on the quality of experience into requirements, we are developing a framework for tools that allow retrieval and manipulation of multimedia objects, and collaborative authoring of multimedia documents based on Jabber set of protocols.

Keywords: jabber, multimedia authoring, quality of experience**17** Poster 1: systems track: A new selection method for H.264 based fine granular scalable video coding ☐

Won-Hyuck Yoo, Jihun Cha, Won-Sik Jeong, Kyuheon Kim, Gwang Hoon Park

November 2005 **Proceedings of the 13th ACM international conference on Multimedia****MM '05****Publisher:** ACM PressFull text available: [pdf\(219.93 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In this paper, we introduce a new selection method for H.264 based Fine Granular Scalable video coding. It selectively uses the temporal-prediction data inside the enhancement-layer only when those data can significantly reduce the temporal-redundancies, thereby the improvement of the overall coding efficiency is accomplished by minimizing the drift errors. Simulation results show that the proposed scheme has 1~3 dB better coding efficiency than H.264-based FGS coding scheme.

Keywords: FGS, H.264, MPEG-4, video coding**18** Poster 1: systems track: Content-adaptive transmission of reconstructed soccer goal events over low bandwidth networks ☐

Qing Tang, Irena Koprinska, Jesse S. Jin

November 2005 **Proceedings of the 13th ACM international conference on Multimedia****MM '05****Publisher:** ACM PressFull text available: [pdf\(327.33 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper presents a content-adaptive system for streaming reconstructed soccer goal events over networks with bandwidth limited to 1.5Mbps or below. The reconstruction module analyzes a soccer video to produce corresponding panoramic field model with localized motion trajectories to provide tactic analysis for user's better comprehension of the goal events. The transmission module designs 3 schemes for different bandwidth conditions (150Kbps-1.5Mbps), (56-150Kbps), and (<56Kbps). Each sche ...

Keywords: content-adaptive transmission, semantic analysis, video reconstruction, video streaming**19** Video demonstrations and visions: Media gallery TV: view and shop your photos on interactive digital television ☐

Sabine Thieme, Ansgar Scherp, Melanie Albrecht, Susanne Boll

November 2005 **Proceedings of the 13th ACM international conference on Multimedia****MM '05****Publisher:** ACM Press

Full text available:  pdf(217.69 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In this paper, we present the *Media Gallery*, a MHP-based interactive multimedia application on digital TV. This application allows customers to view and order their digital photos and to order physical prints and fun products from these digital photos directly from TV. The Media Gallery opens a new distribution channel and market opportunity for the photo finisher and a platform to comfortably view and order their digital images directly on their TV.

Keywords: DVB, MHP, digital TV, interactive multimedia application, photo service

20 [Video demonstrations and visions: MMM2: mobile media metadata for media sharing](#)



Marc Davis, John Canny, Nancy Van House, Nathan Good, Simon King, Rahul Nair, Carrie Burgener, Bruce Rinehart, Rachel Strickland, Guy Campbell, Scott Fisher, Nick Reid

November 2005 **Proceedings of the 13th ACM international conference on Multimedia MM '05**

Publisher: ACM Press

Full text available:  pdf(237.81 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

As cameraphones become the dominant platform for consumer multimedia capture worldwide, multimedia researchers are faced both with the challenge of how to help users manage the billions of photographs they are collectively producing and the opportunity to leverage cameraphones' ability to automatically capture temporal, spatial, and social contextual metadata to help manage consumer multimedia content. In our Mobile Media Metadata 2 (MMM2) prototype, we apply collaborative filtering techniques t ...

Keywords: GPS, bluetooth, collaborative filtering, contextual metadata, digital image management, location-based services, machine learning, pervasive computing, social networks, social software, ubiquitous computing, wireless multimedia

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